WHAT IS CLAIMED IS:

1. A method for balancing workloads of graphics related software and hardware associated with a zone renderer rendering at least one object comprising:

configuring the zone renderer to a predetermined size;

monitoring hardware or software for a predetermined time period;

determining whether there is an imbalance between the hardware and software; and

adjusting the size of the zone renderer to minimize the imbalance.

2. The method of claim 1 wherein configuring the zone renderer to a predetermined size comprises:

configuring the zone renderer to approximate a size of a cache associated with the hardware.

3. The method of claim 1 wherein monitoring hardware or software for predetermined period comprises:

polling the hardware for a predetermined number of cycles.

4. The method of claim 1 wherein monitoring hardware or software for predetermined period comprises:

determining an execution time for software associated with rendering at least one object in relation to total processing time.

5. The method of claim 3 wherein monitoring hardware or software for predetermined period comprises:

determining an execution time for software associated with rendering at least one object in relation to total processing time.

6. The method of claim 1 wherein adjusting the size of the zone renderer to minimize the imbalance comprises:

increasing the size of the zone renderer when there is an imbalance associated with the software.

7. The method of claim 1 wherein adjusting the size of the zone renderer to minimize the imbalance comprises:

decreasing the size of the zone renderer when there is an imbalance associated with the hardware.

8. The method of claim 1 wherein the maximum zone size is equal or approximately equal to a display which receives rendered objects.

9. The method of claim 1 wherein the minimum zone size is equal or approximately equal to the size of a cache associated with the hardware.

10. A machine readable medium having stored therein a plurality of machine readable instructions executable by a processor, the machine readable instructions comprising:

instructions to configure a graphics zone renderer to a predetermined size, monitor hardware or software for a predetermined time period, determine whether there is an imbalance between the hardware and software and adjust the size of the zone renderer to minimize the imbalance.

11. The machine readable medium of claim 10 wherein the machine readable instructions to configure the zone renderer to a predetermined size further comprise instructions to configure the zone renderer to approximate a size of a cache associated with the hardware.

12. The machine readable medium of claim 10 wherein the machine readable instructions to monitor the hardware or software for predetermined period further comprises instructions to poll the hardware for a predetermined number of cycles.

13. The machine readable medium of claim 10 wherein the machine readable instructions to monitor hardware or software for predetermined period further comprises instructions to determine an execution time for software associated with rendering at least one object in relation to total processing time.

14. The machine readable medium of claim 12 wherein the machine readable instructions to monitor hardware or software for predetermined period further comprises instructions to determine an execution time for software associated with rendering at least one object in relation to total processing time.

15. The machine readable medium of claim 10 wherein the machine readable instructions to adjust the size of the zone renderer to minimize the imbalance further comprises instructions to increase the size of the zone renderer when there is an imbalance associated with the software.

16. The machine readable medium of claim 10 the machine readable instructions to adjust the size of the zone renderer to minimize the imbalance further comprises instructions to decrease the size of the zone renderer when there is an imbalance associated with the hardware.

17. The machine readable medium of claim 10 wherein the maximum zone size is equal or approximately equal to a display which receives rendered objects.

18. The machine readable medium of claim 10 wherein the minimum zone size is equal or approximately equal to the size of a cache associated with the hardware.